



© 1992 MARVEL
TM & © 1992 MARVEL

\$1.25 US

\$1.60 CAN

374

FEB

02457

APPROVED
BY THE
COMICS
CODE
AUTHORITY

VENOM ATTACKS! The AMAZING SPIDER-MAN

THE V-MAN'S TARGETS: RICHARD
AND MARY PARKER!



TM & © 2004 MARVEL

TM & © 2004 MARVEL

GAME GENIE.™ BIGGER AND SMALLER THAN EVER.

NOW, GAME GENIE™ FOR SUPER NES™ AND GAME BOY®! JUMP HIGHER, STAY BIGGER, START ON ANY LEVEL, GET MORE POWER, MORE WEAPONS, LIVE FOREVER! AND WITH SUPER NES AND GAME BOY, YOU CAN TURN THE POWER OF GAME GENIE ON AND OFF IN THE MIDDLE OF A GAME. NOW, BIG OR SMALL, PLAY NINTENDO® LIKE NEVER BEFORE WITH GAME GENIE!



GAME GENIE™
FOR
GAME BOY®

Game Genie™ works on many game titles for the Super NES™ and Game Boy® Systems. Not all effects can be created at the same time, some effects and combinations of effects are not available on some games, and some game play features may not be accessible. Game Genie is a product of Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo of America Inc. Super NES™, Game Boy®, and Nintendo are trademarks of Nintendo of America Inc. Game Genie and Galoob are trademarks of Lewis Galoob Toys, Inc. © 1992 Lewis Galoob Toys, Inc. All Rights Reserved. U.S. Patent No. 5,112,051.

galoob®

Excellent!

GAME GENIE™
FOR
SUPER NES™

BITTEN BY A RADIOACTIVE SPIDER, STUDENT PETER PARKER GAINED THE PROPORTIONATE STRENGTH AND AGILITY OF AN ARACHNID! ARMED WITH HIS WONDROUS WEB-SHOOTERS, THE RELUCTANT SUPER HERO STRUGGLES WITH SINISTER SUPER-VILLAINS, MAKING ENDS MEET, AND MAINTAINING SOME SEMBLANCE OF A NORMAL LIFE!

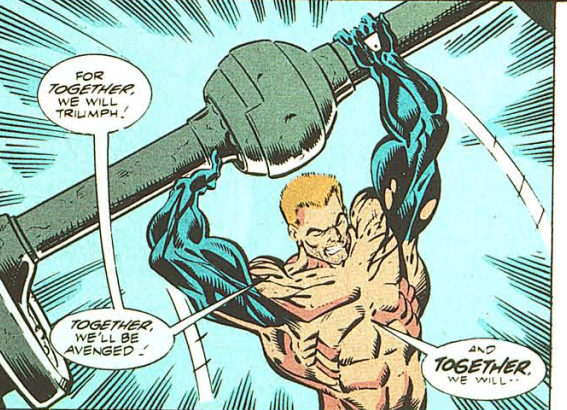
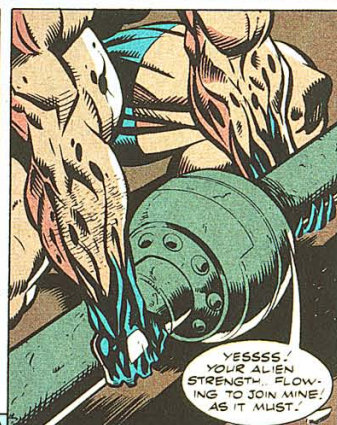
STAN LEE PRESENTS...

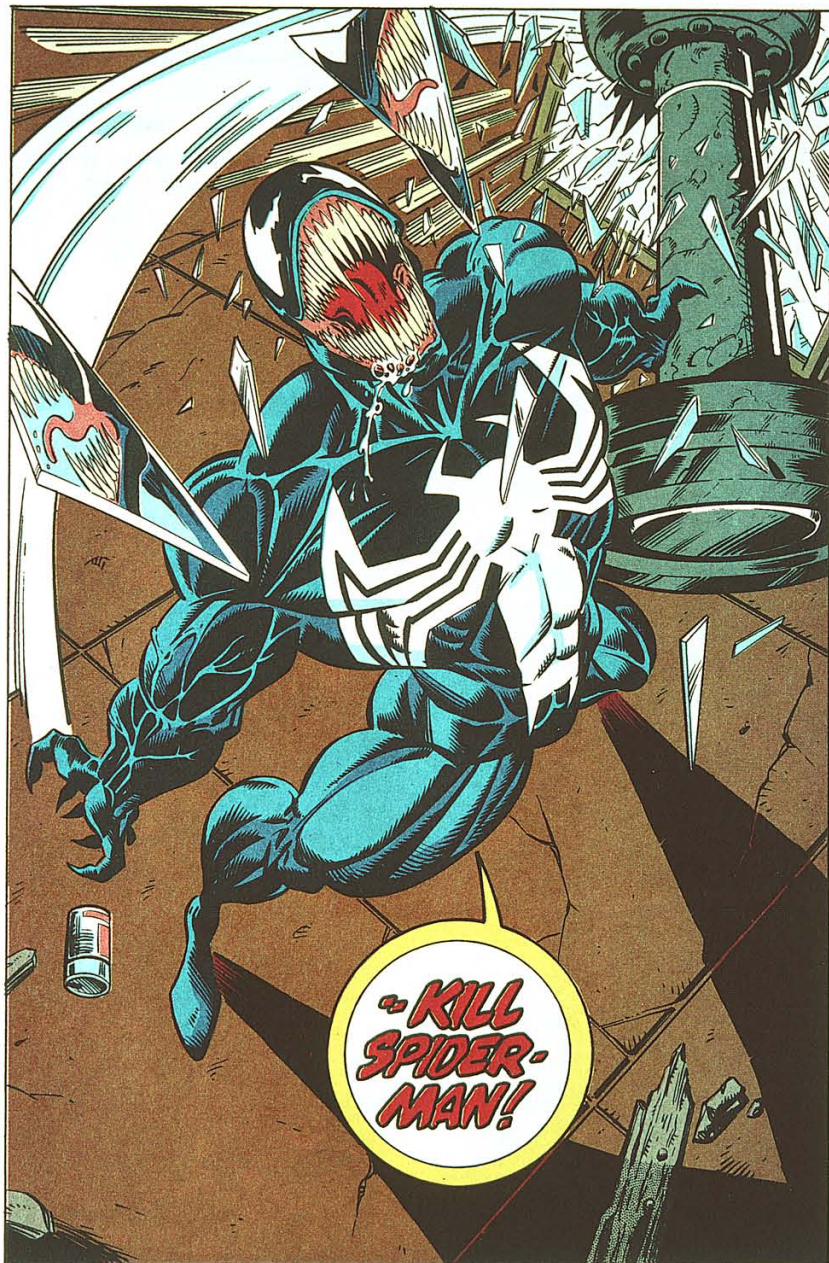
THE AMAZING
SPIDER-MAN!

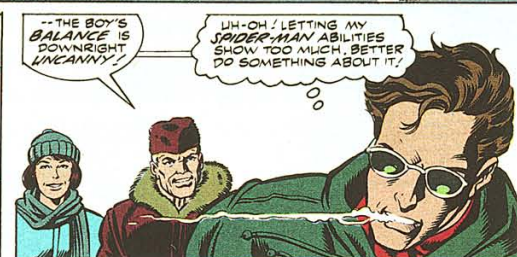
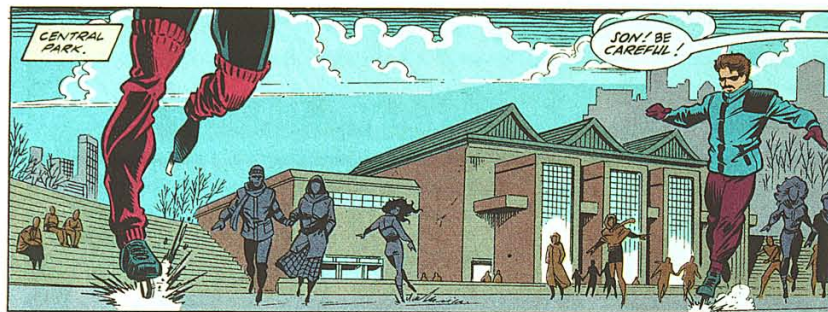
MURDER ON PARADE

DAVID MICHELINIE
WRITER
MARK BAGLEY
PENCILER
RANDY EMBERLIN
INKER
STEVE DUTRO
LETTERER
BOB SHAREN
COLORIST
DANNY FINGEROTH
EDITOR
TOM DECALO
EDITOR IN CHIEF

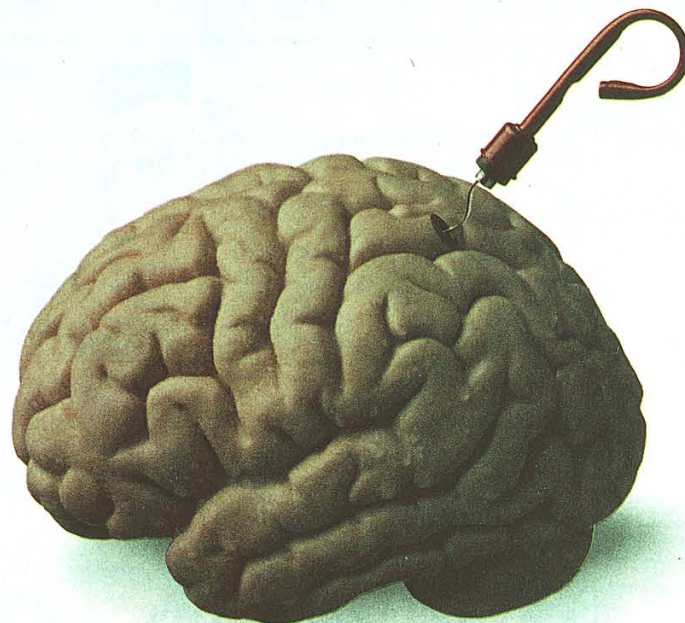
THE AMAZING SPIDER-MAN™ Vol. 1, No. 374, February, 1993.
ISSN #0274-5232 Published by MARVEL COMICS, Terry Stewart,
President, Stan Lee, Publisher, Michael Hobson, Group Vice Presi-
dent, Publishing, OFFICE OF PUBLICATION: 387 PARK AVENUE
SOUTH, NEW YORK, N.Y. 10016. SECOND CLASS POSTAGE
PAID AT NEW YORK, NY AND AT ADDITIONAL MAILING OF-
FICES. Published monthly. Copyright © 1992 Marvel Entertainment
Group, Inc. All rights reserved. Price \$2.25 per copy in the U.S. and
\$3.00 in Canada. Subscription rate for 12 issues: \$15.00 U.S. Cana-
dian subscribers must add \$6.00 for postage and GST. GST
#R127026252. Foreign: \$27.00. No similarity between any of the
names, characters, persons, and/or institutions in this magazine
with those of any living or dead person or institution is intended, and
any such similarity which may exist is purely coincidental. This
periodical may not be sold except by authorized dealers and is sold
subject to the condition that it shall not be sold or distributed with any
part of its cover or markings removed, nor in a mutilated condition.
THE AMAZING SPIDER-MAN (including all preceding characters)
featured in the issue and the distinctive likenesses thereof is a
trademark of MARVEL ENTERTAINMENT GROUP, INC. POST-
MASTER: SEND ADDRESS CHANGES TO: THE AMAZING
SPIDER-MAN, c/o MARVEL COMICS, 375 FLOOR, 387 PARK
AVENUE SOUTH, NEW YORK, N.Y. 10016. Printed in the U.S.A.







4



Head Lube And Oil Change, \$39.99*

Drain your brainpan and fill 'er up with *Mystic Quest*,™ the world's first role-playing game especially designed for the entry-level player.

It's got easy-to-read icons. Constantly changing 16-bit characters.

And lots of heady combat



SQUARESOFT

to keep your synapses greased and firing.

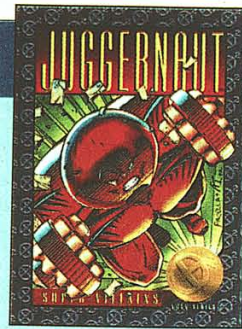
Pick up the game before January 31, and we'll throw in a free strategy book.

All for just \$39.99.

Mystic Quest.

It's a game anybody can dip into.

Nintendo® Super NES™ and the official seals are registered trademarks of Nintendo of America Inc. ©1992 Nintendo of America Inc. SQUARESOFT™ is a trademark of SQUARE CO., Ltd. Final Fantasy Mystic Quest™ is a trademark of SQUARE CO., Ltd. ©1992 SQUARE CO., Ltd. All Rights Reserved. *Manufacturer's suggested retail price.



HOT CARDS!

Death of Superman Cards (SkyBox - Pack)	\$1.50
Marvel Masterpiece Cards (New - Pack)	\$1.50
Marvel Series I (Impel - Limit 5)	\$4.00
Marvel Series III (SkyBox - Pack)	\$1.00
Spiderman II (Comic Images - Pack)	\$1.00
Wolverine (Comic Images - Pack)	\$1.00
Wild CATS I (Toppo - Pack)	\$1.50
X-Men Series I (Impel - Limit 5)	\$1.00
X-Men Series II Cards (SkyBox - Pack)	\$1.00
X-Men Series II Cards (Sealed Box)	\$24.95
Youngblood (Comic Images - Pack)	\$1.50

HOT COMICS

Aliens Gold 1 \$25	Earth Wars 1 \$5	New Mutants 96-98, 100 (1st)	\$10
Amaz Spid 344, 359, 360 (Lim 1)	\$10	87 (Gold)	\$1
265 (Gold), 351-358, 366-370	\$2	New Warriors 8-14, 25 (Lim 1)	\$5
350, 363, 365, Ann 24-26 (Lim 2)	\$3	15, 16, 18, 24-26, Annual 1	\$5
362, 365 (1st Print - Limit 2)	\$3	Namor 26, Annual 1 (Lim 1)	\$5
Archer & Armstrong O (Gold)	\$125	Next Men O (1st) \$5	\$3
0, 2 (Lim 1) \$10	1, 3-8 (Lim 1)	Punisher 28-30, Annual 3-5	\$2
Batman 436, 457, Sword Angel 1	\$2	34, 38, 39, 47, 53-55, 57-61, 71	\$5
434, 435, 437-442, 466	\$1	Rai 1, 2 \$3	\$1
443-456, 458-464, 467-485	\$1	Robo 1, 2 \$3	\$5
Batman: Legends Dark Knight 1	\$2	Savage Dragon 1, 2 (Lim 1)	\$5
20-27, 29-37, Ann 1 (Lim 2)	\$2	Shadowhawk 1 (1st) \$15	\$3
2-6, 9-12, 28 (Sale)	\$150	Shadowman 1 \$20	\$3
Batman: Shadow of the Bat 1-5	\$2	4-7, 9-11 (Lim 1)	\$5
Brigade 1-3 (1st - Limit 1)	\$3	Silver Surfer 50(2nd), 53-64, 69-72	\$5
Cable (Mini) 1 (Lim 1) \$5	\$2	Solar 1, 3 \$20	\$10
Cyberforce 1 (Lim 1) \$5	\$3	2-4, 6-10 (Lim 1)	\$10
Daredevil 1 \$15	\$2.35	Spawn 1, 4 (Lim 2)	\$5
9, 12, 13 (Lim 2) \$3	\$1-21	Speed Spiderman 189(1st), Ann 12	\$3
Eternal Warrior 1 (Foil Gold)	\$150	Spiderman 1 (Green), 3 (Lim 1)	\$5
1, 5 (Lim 1) \$10	2, 3-6 (Lim 1)	Star Wars 1 (1st - Lim 1)	\$15
Ghost Rider 3, 6, 15 (1st Lim 1)	\$10	Supreme 1, 2 (1st - Limit 2)	\$3
14, 15 (Gold), 16-18, 25, 28, 31	\$10	Ultimate X-Men 281, 282 (2nd)	\$1
19-24, 29, 30, 32-34 (Lim 2)	\$2	248 (1st) \$25	\$26
Guardian Galaxy 15, 24, 26-29	\$50	255, 256, 268, 272-275, Ann 14	\$5
2 \$10	9-14, 25, Annual 2	276-296	\$2
Hardcore 2 (coupon - Lim 1)	\$40	297-302	\$2
5, 6 (coupon - Limit 1) \$25	\$7	303-308, 390-392, 394-399	\$5
Om (Uncolored) \$300	\$10	399, 400 (1st Print), Annual 17, 18	\$5
8, 9, 11-16 (4th - Limit 1)	\$5	Leg Dark Knight 1, 20-26, 29-37, Ann 1	\$5
Hardcore 1-4 (Lim 2)	\$5	Moon Knight 25 (Lim 1)	\$3
Hulk 381-388, 390, 391, 394-396	\$3	Nam (6th Print) Namor 7, 23, 27, 32	\$2
367 \$15	393 (1st), Ann 17, 18	New Warriors 1-5, 24-28, 29, Annual 1	\$5
Lobo's Book 1, 2 \$3	Blazing Chain \$3	Nexus Liberator 1, Nexus Origin 1	\$5
Introland 1 \$3	Omega Men 3 \$10	Nomad 1-7	\$5
Omega Men 5, 8, 10, 18, 20, 37	\$10	Protectors 1 (Lim 2)	\$5
Magnus 5 (with cards - Lim 1)	\$20	Punisher 28-30, Ann 3-5, Fall Spec 1	\$5
0 (No card) \$50	1 (No card) \$75	Punisher Zone 1-8 (Lim 2)	\$5
13-22 (Lim 1) \$5	21 (Gold)	Punisher 2099 1-2 (Lim 2)	\$5
vs Predator 1 (Polium - Lim 1)	\$50	Robozone vs Terminator 1, 2 (Lim 2)	\$5
		Shadow of the Bat 1-5 (Lim 1)	\$5
		Spiderman 16-19, 22-25, 27 (Lim 2)	\$5
		Ultimate X-Men 276-297 (Lim 2)	\$5
		Wastek & Infinity Watch 1	\$5
		What If 10, 24, 26, 30, 31, 38, 41, 44	\$5
		Wolverine 45, 46, 52, 61, 64 (Lim 1)	\$5
		X-Factor 84-86 (Lim 2)	\$5
		X-Factor 1 (Gold), 2-19, Ann 1 (Lim 2)	\$5
		X-Men 1 (Wow Cover), 2-17 (Lim 2)	\$5

COMIC SUPPLIES	
50 Boiling Boards	\$3.95
100 Plastic Bags	\$4.95

WINTER SALE

ORDER BY FEB. 1ST, 1993 & GET A FREE VALUABLE FULL COLOR POSTER & COMIC!

Brigade #1-3 (1st Print - Limit 1)	\$3	Shadow Hawk #2,3 (1st - Limit 2)	\$3
Cyberforce #1 (1st Print - Limit 1)	\$5	Spawn #1-4 (1st Print - Limit 1)	\$5
Cyberforce #2,3 (1st Print - Limit 2)	\$3	Spawn #5-7 (1st Print - Limit 2)	\$3
Death of Superman Trade	\$4.95	Spiderman 2099 #1,2 (1st Print - Lim 2)	\$3
Contains the entire 6-part "Death of Superman" saga!		Spiderman 75 Bagged (1st - Limit 1)	\$2
PITT #1 (1st Print - Limit 1)	\$3	This polybagged collector's edition includes a poster, Venom #1 (New) - Order by 2/1/93 - Lim 2	\$2
Punisher 2099 #1 (New) - Limit 2	\$2	Venom #1 (Order After 2/1/93 - Lim 1)	\$3
Savage Dragon #1,2 (1st - Limit 1)	\$5	Webworks #1 (1st Print - Limit 1)	\$3
Savage Dragon #3 (1st - Limit 1)	\$3	Wild Cats 1-3 (1st Print - Limit 1)	\$3
Secret Defenders #1 (By 2/1/93 - Lim 2)	\$2	Youngblood #1 (2nd), 0,3 (1st - Lim 2)	\$3
Secret Defenders #1 (After 2/1/93 - Lim 1)	\$3		

VALIANT

Harbinger Trade (1st Print - Limit 1)	\$10	Shadowman 8 (1st Master Darque - Limit 1)	\$10
Hardcorps #1,2 (Jim Lee Cover - Limit 1)	\$5	Shadowman 10 (Order by 2/1/93 - Limit 2)	\$3
Magnus #21 (Order by 2/1/93 - Limit 1)	\$5	Shadowman 10 (Order after 2/1/93 - Limit 1)	\$5
Magnus #21 (After 2/1/93 - Lim 1)	\$5	X-O Manowar 14,15 (By 2/1/93 - Limit 2)	\$2
Predator vs Magnus 1,2 (By 2/1/93 - Lim 2)	\$3	X-O Manowar 14,15 (After 2/1/93 - Limit 1)	\$3
Pred vs Magnus 2,2 (After 2/1/93 - Lim 1)	\$5	Features the return of Turok & leads directly into Turok II!	

\$1.00 COMICS

Action 662, 665-673, 676, 680, 681	
Alien 252 (Gold), Ann 1, 11, 12	
Aquaman 2	Avengers 350-356
Batman 443-456, 458-464, 467-486	
Annimated 2	Gotham Nights 1-3
Cap America 386, 390, 401-407	
Daredevil 298, 303, 310, 316, 366-370	
Detective 603-626, 628-642, 644, 646	
Ghost Rider 15, 16, 18, 24-26, 30-37	
Joe Joe 57-66, Yearbook 3, 4	
Special Missions 2, 6-8, 12	
Green Arrow 40, 53-56, 66, Longbow 3	
Iron Man 258, 259, 274, 276, 286	
Jul 31-35, 40-42, 56-62, 64, 66, 67	
Jul 3, 6-10, 16, 33, 35-40, 42, Ann 3	
Miles Morales 67(Gold), Quasar 29-31	
Punisher 34, 38, 47, 53-55, 57, 61, 71	
Rock N Roll 10, 15, 16, 18, 24-26, 32	
Superman 45, 50(2nd), 53-64, 69-72	
Turk 434, 439, 443, 451-455	
Turtles (Action) 1-5, 11-14, Movie 1	
Ultimate X-Men 281, 282 (2nd Print)	
Wonderman 1, 2, 11, 14, 16	

\$2.00 COMICS

Alien Earth War 2-4	Alien Hive 3, 4
Alpha Flight 22, 37, 43, 45-48, 110, 113	
Amaz Spid 344, 351-358, 366-370	
Brigade 1-3 (Lim 1)	Cyberforce 2, 3
Daredevil 9, 12, 13	Dark Horse Comic 1
Deadly Foes of Spiderman 1	
Dr. Strange 28	Ex-Mutants 1
Ghost Rider 15(Gold) 16-18, 25, 28, 31	
Guardians Galaxy 9, 14, 25, Ann 2	
Hulk 393 (1st Print), Annual 17, 18	
Infinity Gauntlet 1-3, 6	Infinity War 1-3
Leg Dark Knight 1, 20-26, 29-37, Ann 1	
Moon Knight 25 (Lim 1)	39-43
Nam (6th Print) Namor 7, 23, 27, 32	
New Warriors 1-5, 24-28, 29, Annual 1	
Nexus Liberator 1, Nexus Origin 1	
Nomad 1-7	Protectors 1 (Lim 2)
Punisher 28-30, Ann 3-5, Fall Spec 1	
Punisher Zone 1-8 (Lim 2)	
Punisher 2099 1-2 (Lim 2)	
Robozone vs Terminator 1, 2 (Lim 2)	
Shadow of the Bat 1-5 (Lim 1)	
Spiderman 16-19, 22-25, 27 (Lim 2)	
Ultimate X-Men 276-297 (Lim 2)	
Wastek & Infinity Watch 1	
What If 10, 24, 26, 30, 31, 38, 41, 44	
Wolverine 45, 46, 52, 61, 64 (Lim 1)	
X-Factor 84-86 (Lim 2)	
X-Factor 1 (Gold), 2-19, Ann 1 (Lim 2)	
X-Men 1 (Wow Cover), 2-17 (Lim 2)	

\$1.50 COMICS

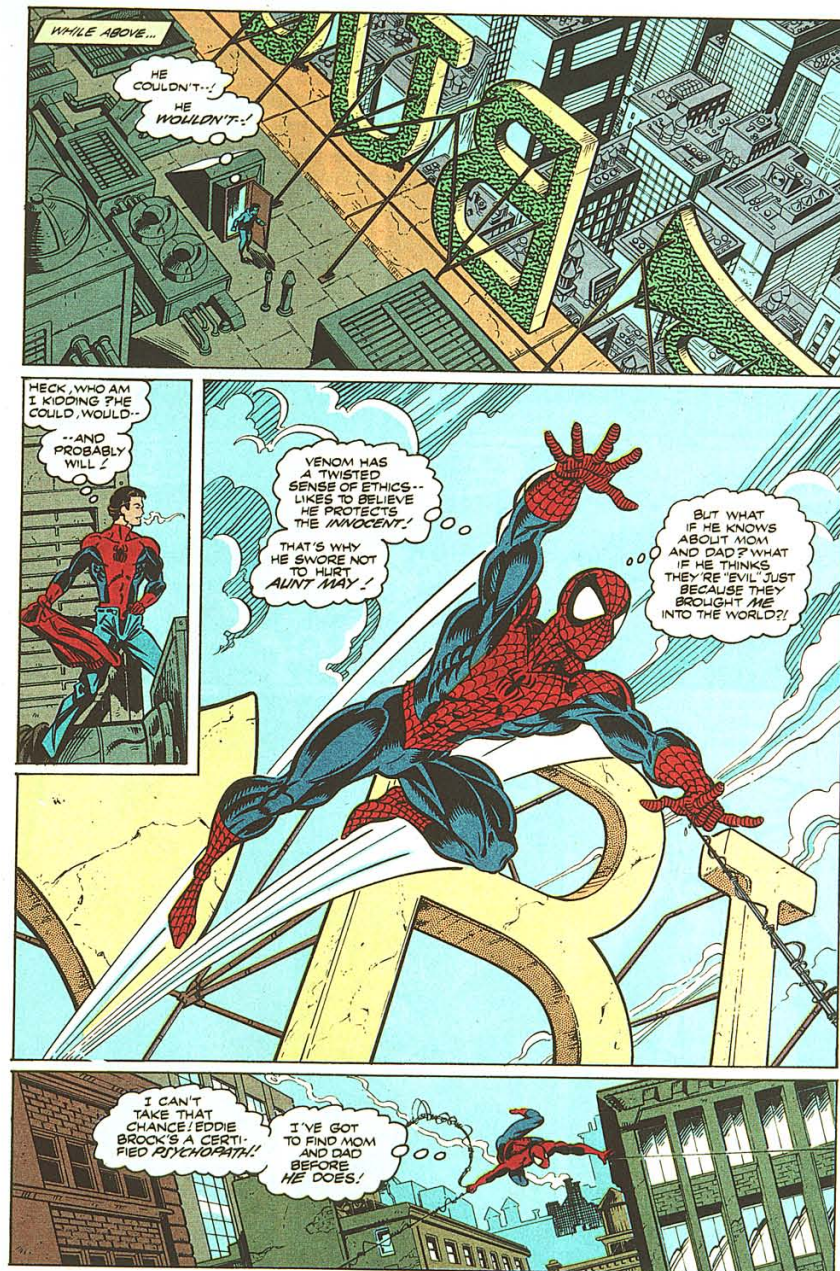
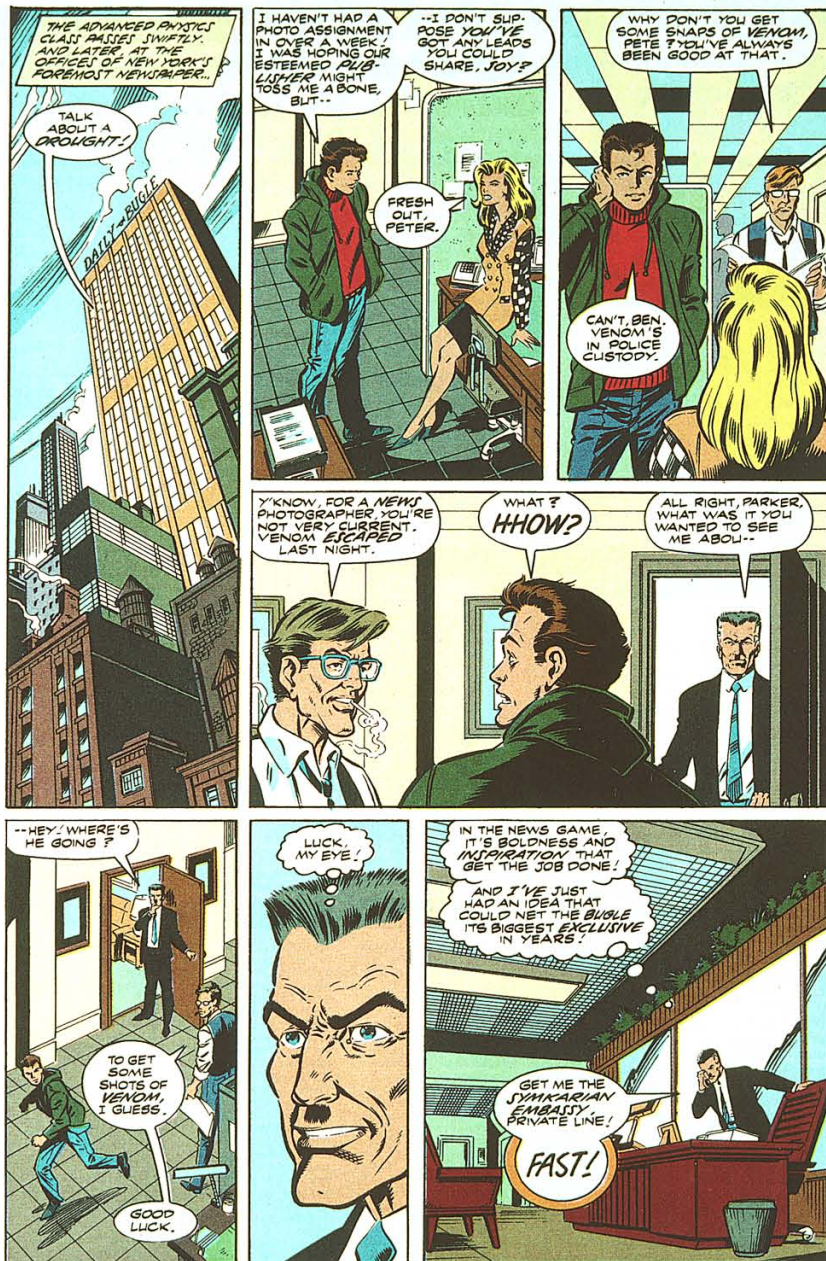
Batman 434, 435, 437-442, 466	
Batman vs Predator 1,3 (Newstand)	
Cap America 386, 390, 401-407	
Cogs 1-7	Dr. Strange 33, 37, Ann 1 (Lim 2)
Deathstroke 2-9, 12, 13, 15, 16	
Earthstar 14-17, 29, 30, 33, 42-44	
Guardian Galaxy 15, 16, 18, 24-26, 30-37	
Legends Dark Knight 2, 6, 10, 12, 28	
Legion 1, 2, 10, 11, 21, 23, 31, 35, Ann 1	
Legion 90	1, 3, 39, Annual 23
Marvel Comics 32, 38, 41, 87, 89	
91-99, 101-104, 107-110, 112, 116	
New Titans 59, 68, 69, 81, 84-86, 89	
Next Men 1 (2nd), 3, 4 (1st Print)	
Punisher War Journal 22, 26, 29, 30	
32, 33, 36, 37, 41, 42, 45, 47, 48	
Punisher 34, 38, 47, 53-55, 57, 61, 71	
SHIELD 3-6, 29-31	She Hulk 42-45
Silver Surfer 50 (3rd Print), 51-71, 74	
Sleepwalker 2, 3, 7, 16, 19	
Spider Spider 184, 185, 188, 189 (Gold)	
Turtles (Movie) 18, 22, 23, 27-40	
Wolverine 50	Web Spider 90 (Gold)

\$3.00 COMICS

Alpha Flight 34, 52, 55, 57-62, vs Wolv	
Amaz Spid 350, 363, 365, Ann 24, 26	
Batman Return	Penguin Thrustmaster
Brigade 1-3 (Lim 1)	Cyberforce 2, 3
Darkhawk 9, 12, 13	Dark Knight 1
Death's Head 1 (New), Battletide 1	
Ghost Rider 15(Gold) 16-18, 25, 28, 31	
Guardians Galaxy 9, 14, 25, Ann 2	
Hulk 393 (1st Print), Annual 17, 18	
Infinity Gauntlet 1-3, 6	Infinity War 1-3
Leg Dark Knight 1, 20-26, 29-37, Ann 1	
Moon Knight 25 (Lim 1)	39-43
Nam (6th Print) Namor 7, 23, 27, 32	
New Warriors 1-5, 24-28, 29, Annual 1	
Nexus Liberator 1, Nexus Origin 1	
Nomad 1-7	Protectors 1 (Lim 2)
Punisher 28-30, Ann 3-5, Fall Spec 1	
Punisher Zone 1-8 (Lim 2)	
Punisher 2099 1-2 (Lim 2)	
Robozone vs Terminator 1, 2 (Lim 2)	
Shadow of the Bat 1-5 (Lim 1)	
Spiderman 16-19, 22-25, 27 (Lim 2)	
Ultimate X-Men 276-297 (Lim 2)	
Wastek & Infinity Watch 1	
What If 10, 24, 26, 30, 31, 38, 41, 44	
Wolverine 45, 46, 52, 61, 64 (Lim 1)	
X-Factor 84-86 (Lim 2)	
X-Factor 1 (Gold), 2-19, Ann 1 (Lim 2)	
X-Men 1 (Wow Cover), 2-17 (Lim 2)	

AMERICAN COMICS & ENTERTAINMENT
Box 470-M7
Gainesville, VA 22065
(703)-330-2505

1. All orders sent (postmarked) by February 1st, 1993 will get a FREE valuable color poster & comic!
2. All comics are guaranteed in "like new" condition!
3. Prices are per copy (not per set).
4. The minimum order is only \$15.
5. Please by list at least \$5 in second choice, otherwise, we will refund the difference.
6. U.S. add \$5.95 for shipping.
7. Add extra \$1.00 for insurance.
8. Enclose check or money order.
9. Payment in U.S. funds only.
10. Phone or write credit card orders.
11. Please 9-6 pm Mon-Fri EST.
12. (Fax 703-330-6200).
13. Allow 3-6 weeks for delivery (not responsible for publisher delays).
We reserve the right to update prices & limit quantities. Ad expires 4/1/93.

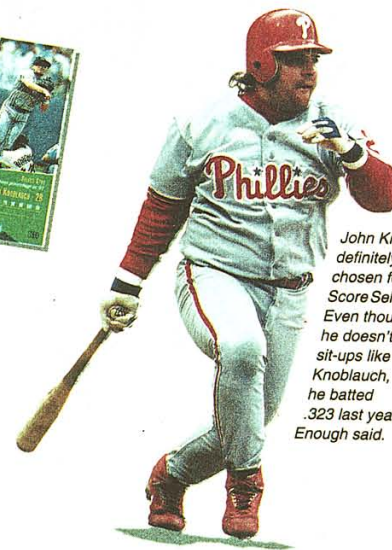
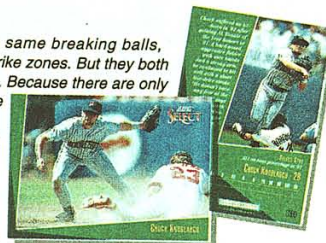




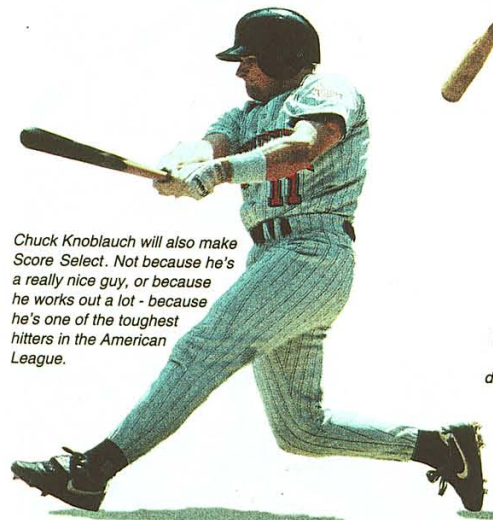
10

Introducing the one thing Chuck Knoblauch and John Kruk have in common.

They don't like the same breaking balls, batting gloves, or strike zones. But they both like Score® Select. Because there are only 405 cards in a Score Select set. Which means only the best cards go in every pack. This also means you get the cards you want. So your collection looks awesome right off the bat.



John Kruk will definitely be chosen for Score Select. Even though he doesn't do sit-ups like Knoblauch, he batted .323 last year. Enough said.



Chuck Knoblauch will also make Score Select. Not because he's a really nice guy, or because he works out a lot - because he's one of the toughest hitters in the American League.

With only one series of 405 cards featuring players like Knoblauch and Kruk, with great photos and design, Score Select might be the best card around. But you can be the judge of that.

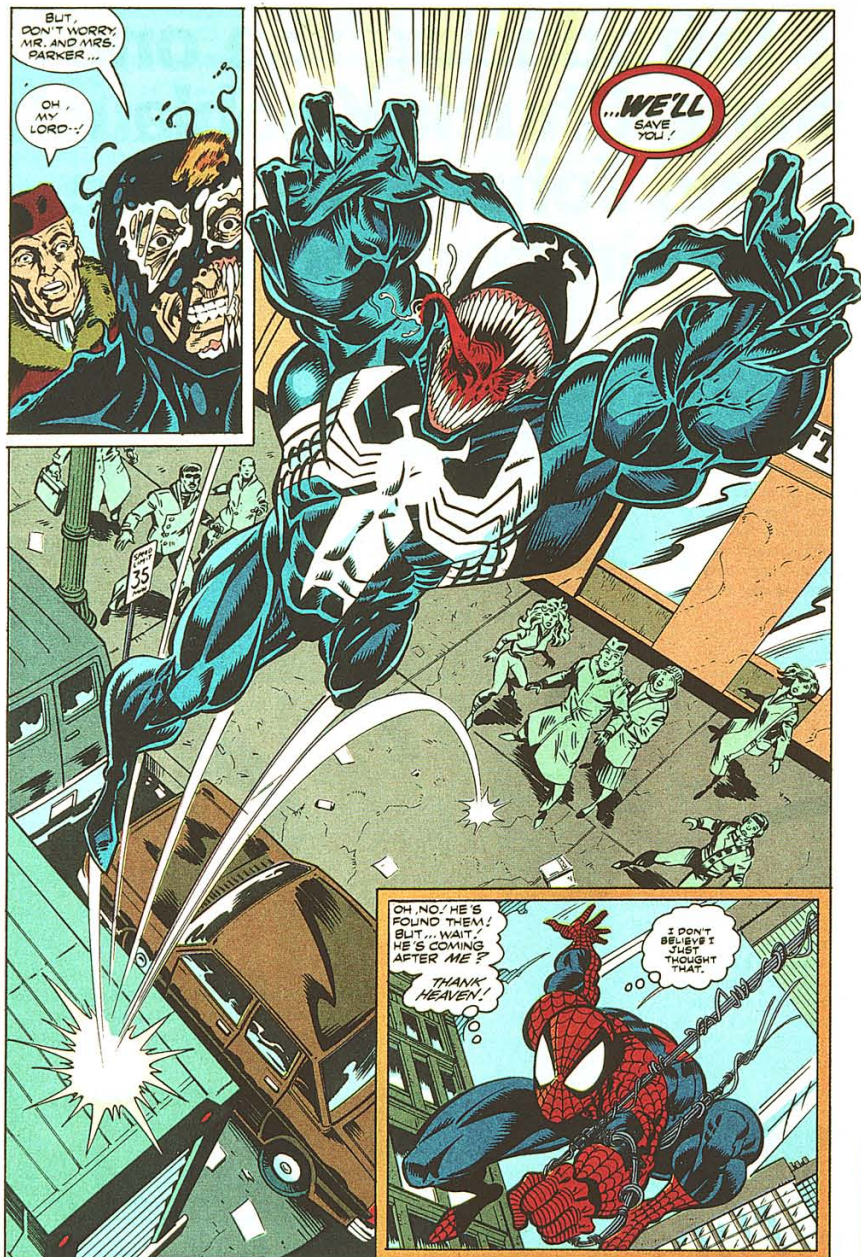


Score® Select™
We only select the best.



Collectors Note: Score Select's value will not be compromised.

© 1992 SCORE Group Inc.



12

Mile High Comics

AMERICA'S LARGEST COMICS DEALER!

2151 W. 56th Ave. MC-35, Denver, CO 80221 PHONE: 1-800-676-6423

COMIC COLLECTOR STARTER PACKS!

10 X-MEN COMICS \$9.95	10 MUTANT COMICS \$7.95	10 SPIDER-MAN COMICS \$7.95	10 CONAN COMICS \$6.95	10 SAVAGE SWORD OF CONAN \$9.95
10 FANTASTIC FOUR COMICS \$6.95	10 DAREDEVIL COMICS \$6.95	10 HULK COMICS \$6.95	10 CAPT. AMERICA COMICS \$6.95	10 IRON MAN COMICS \$6.95
10 PUNISHER COMICS \$7.95	10 WOLVERINE COMICS \$9.95	10 GHOST RIDER COMICS \$9.95	10 SILVER SURFER COMICS \$7.95	10 MARVEL SUPER-HERO \$4.95
10 MARVEL MATURE TITLES \$6.95	10 MARVEL BOOKSHELF TITLES \$19.95	10 MARVEL GRAPHIC NOVELS \$49.95	10 BATMAN COMICS \$9.95	10 SUPERMAN COMICS \$7.95
10 JUSTICE LEAGUE COMICS \$7.95	10 LEGION OF SUPER-HEROES \$6.95	10 DC SUPER-HERO COMICS \$4.95	10 DC MATURE TITLES \$6.95	10 VALIANT COMICS \$19.95
10 B&W INDEPENDENTS \$2.95	10 COLOR INDEPENDENTS \$3.95	10 JAPANESE/ MANGA-STYLE \$4.95	10 DARK HORSE COMICS \$9.95	100 COMIC BAGS WITH 100 COMIC BACKING BOARDS \$12.95

WE SELECT THE ISSUES FOR THESE PACKS FROM OUR VAST 6,000,000 COMIC BOOK INVENTORY. ALL COMICS ARE FINE-NEAR MINT. PLEASE INCLUDE \$3.50 POSTAGE & HANDLING PER ORDER.

NEW COMICS SUBSCRIPTIONS

Besides having the largest Back Issue business in comics, we also sell over 100,000 new comics every month to subscribers around the world. Call our toll-free line 1-800-676-6423 Monday-Friday from 8:00 a.m. - 5:00 p.m. Mountain Time (10 a.m. - 7 p.m. Eastern) for a free information packet on how you can have your new comics delivered right to your door at discounts of up to 40% off of cover price!

ORDERING INSTRUCTIONS

*PAYMENT MUST BE INCLUDED WITH ALL ORDERS.

*PLEASE SEND U.S. FUNDS ONLY.

*POSTAGE AND HANDLING ARE \$3.50 PER ORDER IN U.S.A. \$3.50 PLUS \$2.00 PER PACK FOR INTERNATIONAL ORDERS (\$10.00 FOR BAGS/BACKING BOARDS PACKS SHIPPED INTERNATIONALLY).

*OPTIONAL MAILING INSURANCE IS 50¢ PER ORDER. INSURANCE IS NOT AVAILABLE ON CANADIAN OR INTERNATIONAL ORDERS.

*ALL PRICES ARE SUBJECT TO REVISION WITHOUT NOTICE. *WE RESERVE THE RIGHT TO LIMIT QUANTITIES OR CANCEL PORTIONS OF THIS AD AT ANY TIME.

LIST EXPIRES DECEMBER 31, 1993.

AFTER THAT DATE, CALL OR WRITE FOR A FREE CATALOG. PHONE: 1-800-676-6423

WE BUY COMICS!

Send \$1.00 for our Buying List.

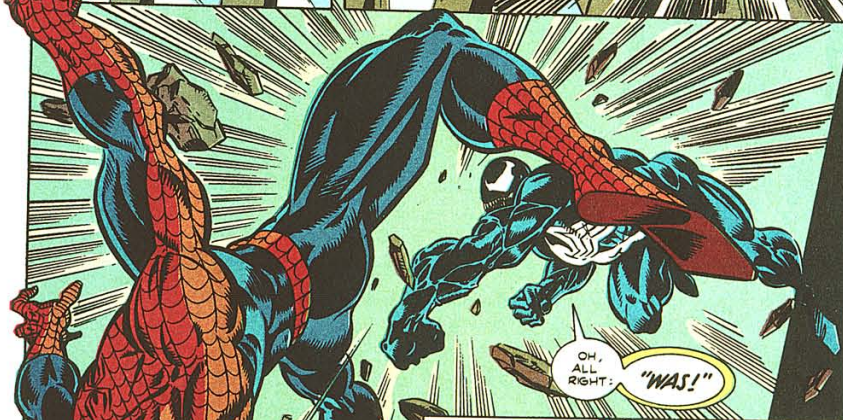
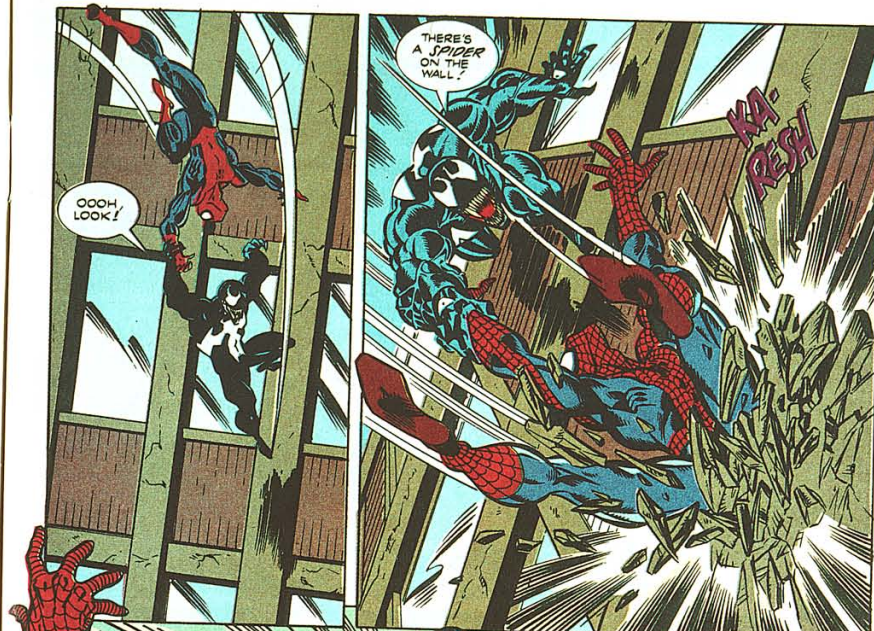
FREE CATALOG!

CALL TOLL-FREE

1-800-676-6423



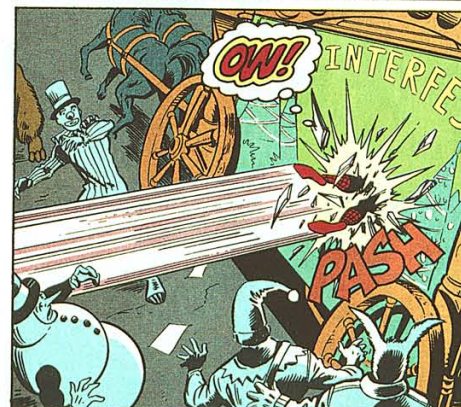
14



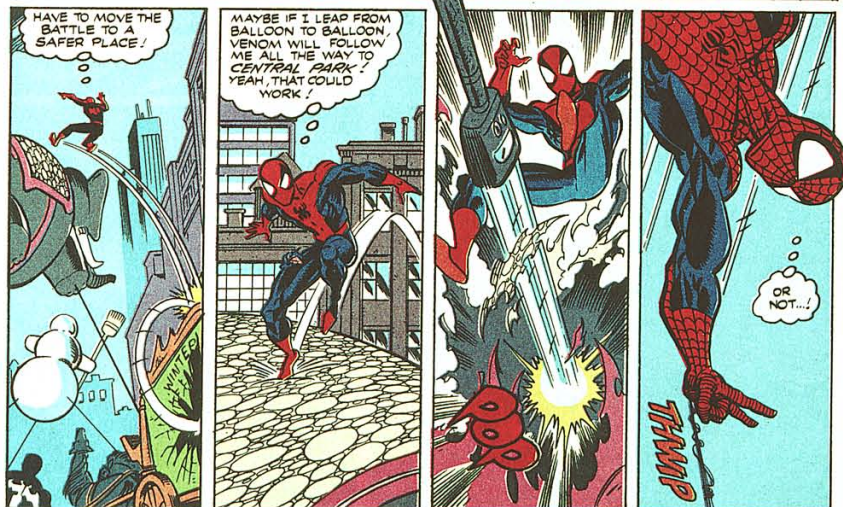
15



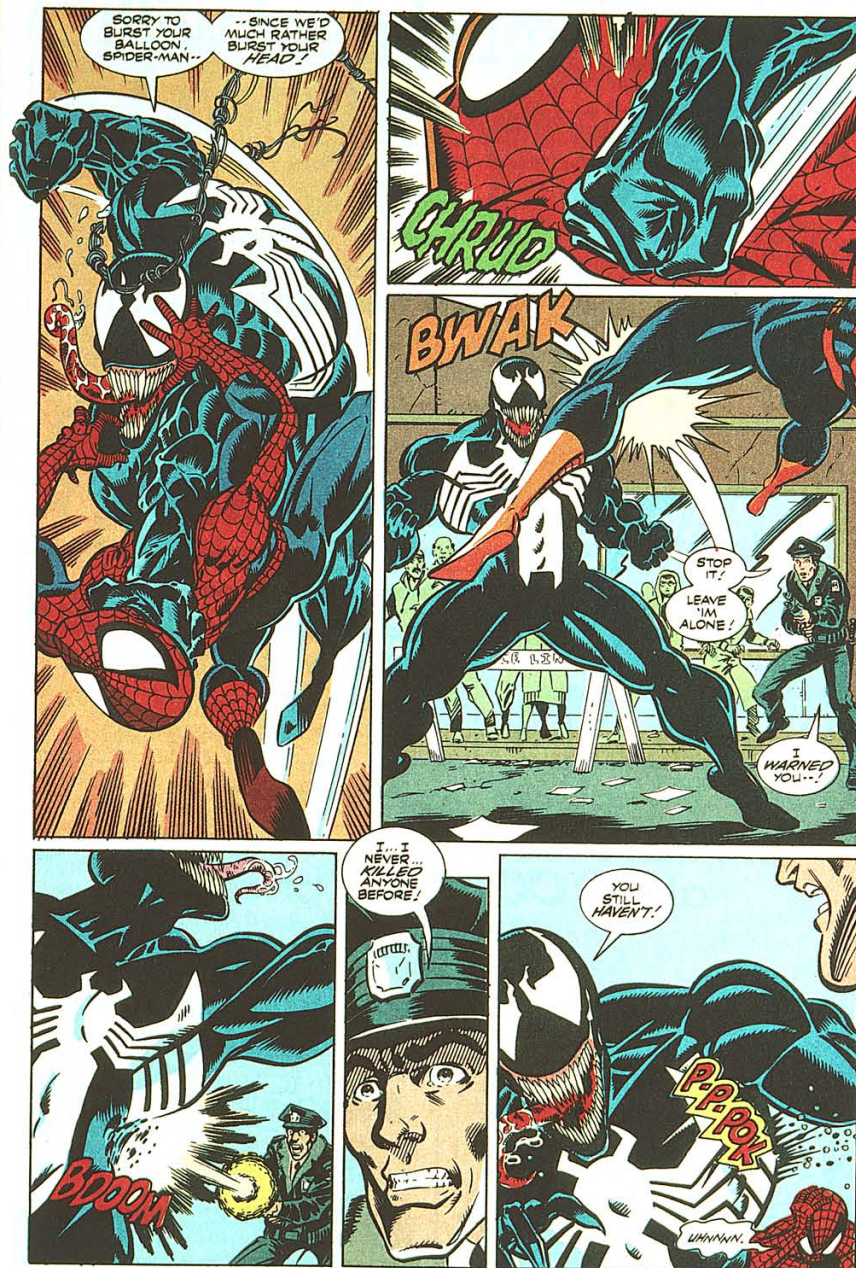
16



17



18



19

We **all** must deal with the **Monster Within!**



We each have our own anger and pain—and keeping it inside can do a lot of damage! Call the **BOYS TOWN NATIONAL HOTLINE** and talk to someone who can really help, no matter how serious your problems are!

1-800-448-3000

See how much better a phone call can make you feel!

THE INCREDIBLE HULK: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

DAVE'S COMICS

EXCITEMENT FOR THE EYE

Dave's Comics

7019 Three Chopt Rd. • Richmond, VA 23226

Dept. M • (804) 282-1211

MISSED AN ISSUE?

We have the **HOTTEST** Comics at the **COOLEST** prices!!!

Spider-Man! Wolverine! Cable! Ghost Rider! X-Men! Punisher!

Find out what your comics are **REALLY** worth—Send \$1.00 for full catalog **TODAY!**

Most orders processed in one day!!!



DRAW SUPERCHARACTERS

Three books containing over 600 instructive illustrations show you how. Learn or your money back.
Book I \$4.95, Book II \$4.95, Supermonsters \$4.95, two books only \$8.95, or the complete set only \$13.25.
Send Check or M.O. to E. PHELPS COMPANY
BOX 22401-MC
CLEVELAND, OHIO 44122

HIGH SCHOOL AT HOME IN SPARE TIME
DIPLOMA AWARDED, ACCREDITED Send For Brochure-Tells You How
American School, Dept. 131
850 E. 58th St. Chicago, IL 60637
Please send for **FREE** brochure
Name _____ Age _____
Address _____
City/State _____ Zip _____
Phone Free 1-800-228-5600



Top Secret Book Safe
On the outside, it's a harmless book. On the inside, it's a secret safe. It's the perfect way to keep your secrets safe. It's the perfect way to keep your secrets safe. It's the perfect way to keep your secrets safe.



SEA MONKEYS
You can't take a Sea Monkey home with you. You can't take a Sea Monkey home with you. You can't take a Sea Monkey home with you.



X-RAY SPECS
You can't take an X-Ray Specs home with you. You can't take an X-Ray Specs home with you. You can't take an X-Ray Specs home with you.



FINGERLESS LEATHER GLOVES
You can't take a Fingerless Leather Glove home with you. You can't take a Fingerless Leather Glove home with you. You can't take a Fingerless Leather Glove home with you.



MINI 'SPY' CAMERA REALLY WORKS
You can't take a Mini 'Spy' Camera home with you. You can't take a Mini 'Spy' Camera home with you. You can't take a Mini 'Spy' Camera home with you.

NEW ISSUE COMIC BOOKS
35% OFF THE COVER PRICE
40% OFF FOR SUBSCRIPTIONS
CALL OR WRITE FOR DETAILS:



Discount Dave's
123381 Aztec Place
Woodbridge, VA 22192
703-491-7419



A Role-Playing Megaverse®

- Robotech™
- Mechanoids®
- Teenage Mutant Ninja Turtles®
- Heroes Unlimited™
- Ninjas & Superspies™
- Beyond the Supernatural™
- Palladium RPG (fantasy)
- RECON® (military)
- Rifts® (cosmic sf adventure)
- And other role-playing games

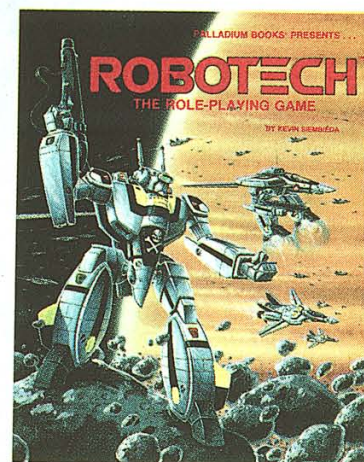
Worlds of Adventure ...

Palladium Books® produces some of the most popular role-playing games ever. From super powered heroes and Ninja Turtles to slayers of the supernatural and masters of super-science and magic.

Player characters can be robots, cyborgs, mutants, aliens, wizards, warriors, cyber-knights, superninja, superspies, psychic investigators (possessing psionic powers), dragons (yes dragons!), elves, wolven, and dozens of other superhuman heroes!

But that's not all ...

Palladium's role-playing games all use one basic set of rules. This means once you learn one of our games you can play any of them!



Best of all, you can easily bring characters from one game world into any of our other games! In fact, **Rifts** combines all of our games into one gigantic, multi-dimensional extravaganza.

As if this were not enough, all of **Palladium's** games are sturdy, 8 1/2 by 11 paperback books; easy to carry, easy to use, and easy to store on a shelf.

Illustrators include Richard Corben, James Steranko, Kevin Eastman, Peter Laird, Steve Bissette, Denis Cowan, Steve Hickman, Mike Gustovich, Kevin Long, and Keith Parkinson.

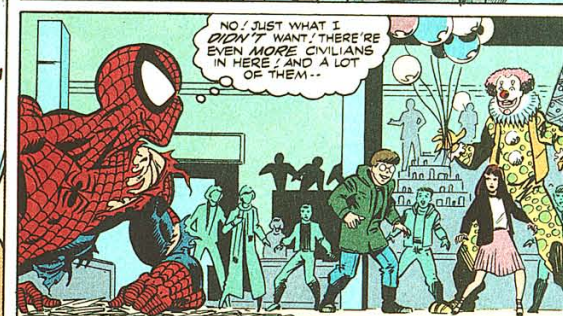
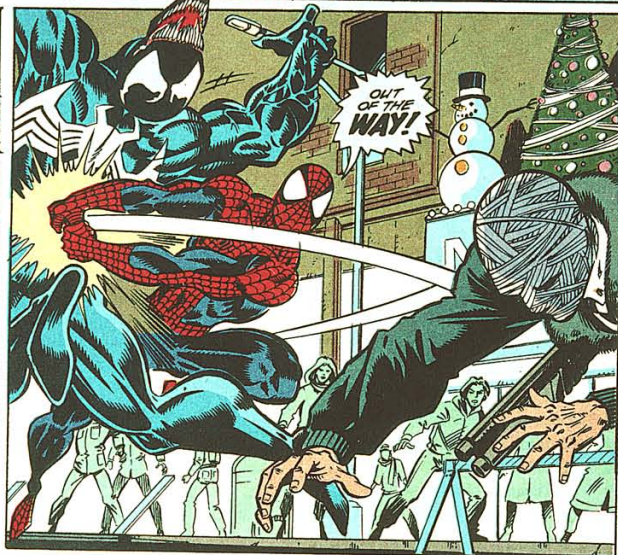
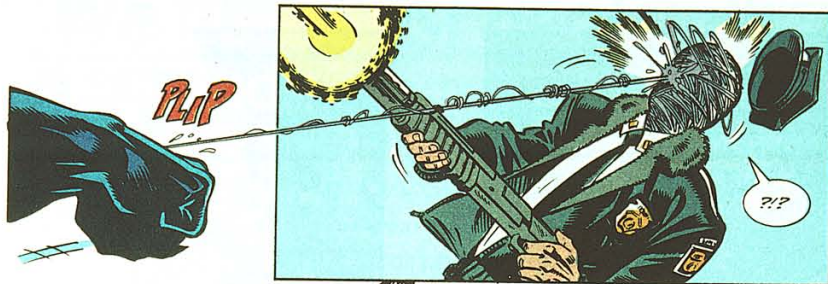
We suggest role-playing games for readers 12 and older.

Where can you find these Palladium® RPGs?

Most comic book stores and hobby shops carry at least some of our role-playing game books and can order the ones they don't currently have in stock. Or directly from Palladium Books®.

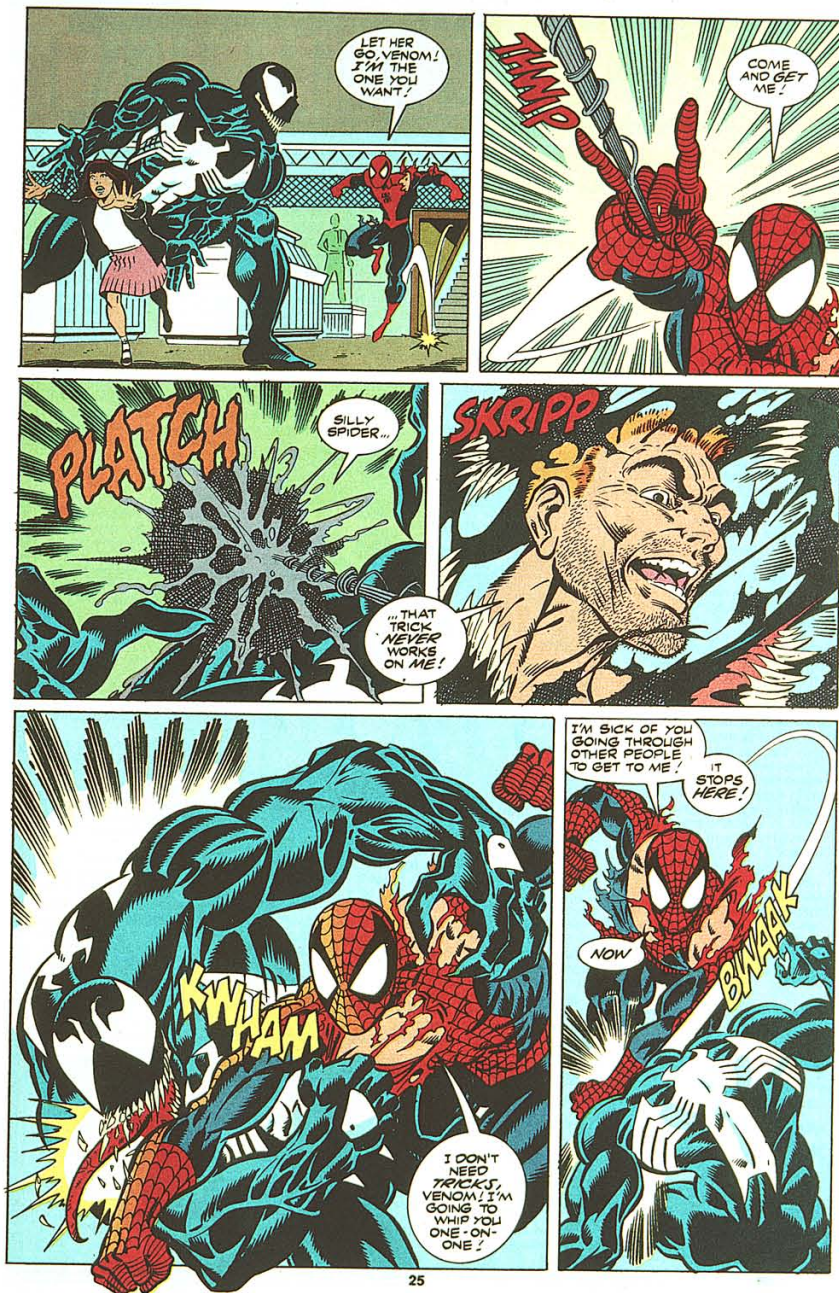
To read about Palladium's entire game line and **ROBOTECH** videocassettes, send 50 cents for our 24 page catalog to:
Palladium Books®, 5926 Lonyo Ave., Detroit, MI 48210, Dept. M.

Copyright © 1992 Kevin Siembida
Teenage Mutant Ninja Turtles® is a registered trademark owned and licensed by Mirage Studios.
Robotech® is a trademark of Harmony Gold USA, Inc. Palladium Books®, Rifts®, Mechanoids®, Megaverse®, and RECON® are registered trademarks owned by Kevin Siembida. Other titles are trademarks of Kevin Siembida.

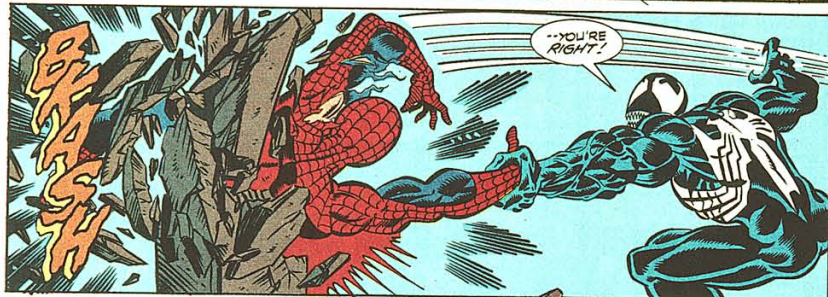




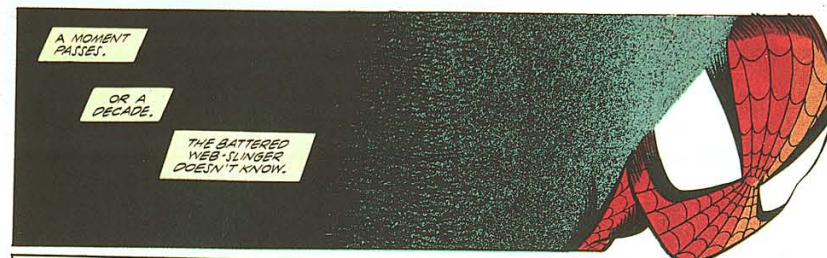
24



25



28



29



30

THE SPIDER'S WEB

% MARVEL COMICS GROUP
387 Park Avenue South
New York, New York 10016

DANNY FINGEROTH
EDITOR
MIKE LACKEY
ASSISTANT EDITOR

Attention correspondents: All letters considered for publication must include your name and address, though we will withhold that information upon request.

Dear Editor of the Spider-Books,

I thought issue #366 was particularly interesting because the reappearance of Peter's parents caused more problems than it solved. It's exciting that serious problems are arising between Pete and MJ. I think it would be doing faithful readers a disservice by giving them a perfect, no-problem marriage. Of course, you can't divorce them. After all, they're the couple of the century!

On another note, I have a suggestion. I think the Spider-Books should have fewer team-ups. Since MARVEL TEAM-UP ended, team-ups have spread into Spidey's other books and now it's almost a given, especially in the bi-weeklies and annuals. It's not that I dislike team-ups, but since Spidey is generally a solo hero, team-ups in his book should be kept to a minimum. To satisfy other readers' desires to see Spidey paired off with their favorite heroes, maybe you could make him an active Avenger or something.

But no matter what, Spidey will always be my favorite character. Long live Spidey, and long live Marvel! Peace.

Chris Currie

(Address withheld by request)

Well, Chris, we've gone the route of Spider-Man in the Avengers before, but it never seems to pan out. As you mentioned, Spidey is not much of a team player. The reason we canceled MARVEL TEAM-UP was because we didn't want to force Spider-Man into team-ups every month. Maybe it was the wrong decision. What do the rest of you folks think?

Dear Spider-Crew,

I recently got my copy of ASM #366. As usual, I loved it. Ever since issue #363, I've been waiting to see Peter's reaction to his parents.

I'm glad you brought in Solo instead of the Punisher or someone else. We don't see enough of Solo. I also want to congratulate David, Jerry and Randy on a great issue. The anniversary issue was great too!

Finally, I'd like to say I've been collecting comics for about two years now and Spidey's been my favorite all that time.

Jonathan Leonard
3016 Cameron Dr.
Springfield, IL 62704

Thanks, Jonathan. Spidey's been our favorite for a while, too.

Dear Mr. Michelinie,

I'm writing to you in regards to issue #366. I like to see comics dealing with real things like meeting parents you've never met before. I'm 18 years old now and in the last year and a half I have only begun to know my father who I had not known for most of my life.

Peter's reaction is very believable, especially on page 14. I felt the same way. I just hope Peter realized that you got only one set of parents and to make the best of it. I think Mr. Michelinie is the best Spider-Writer and with stuff like this you prove your greatness even more! So until Aunt May opens for Metallica, make mine Marvel!

David Clark
6289 North Elms Road
Flushing, MI 48433

Sound piece of advice, David. Let's hope Peter learns it before it's too late!

Dear Amazing Marvel Men,

One question about the cover to ASM #366: Which half is the Red Skull? They both look like him, though the left looks like Thing blushing. And what the heck is Taskmaster doing on the scene? And about Peter's parents — I'll wager they are cellular regenerations, like Gwen Stacy was in AMAZING SPIDER-MAN #144-149. Well, until the Red Skull gets some skin on his face, make mine Marvel.

Brandon Alspaugh
4300 Saxonybury Way
Charlotte, NC 28269

Ah, you obviously haven't been paying attention to events in CAPTAIN AMERICA. Brandon, if so, then you'd have realized that the Taskmaster has hooked up with the Red Skull for the time being. And, hey, Tasky was in the story. Also, the left side of the cover to ASM #366 represents the Red Skull as he looked at the time of the supposed "death" of Peter's parents — when he wore a mask. The right half represents the Skull as he looks today — the red face is actually his own skin!

Dear Amazing Friends,

I read AMAZING SPIDER-MAN #366 and I like the idea of Peter's parents being back in his life. If they are impostors, that would be too shattering for Peter and Aunt May and your readers, such as me. The fingerprints seemed to confirm their identities — and changing fingerprints is going too far where science is concerned, like it was with those clones of Gwen Stacy, Professor Miles Warren, and his assistant. That clone idea was corrected a few years back.

What about information on Peter's mother? What was her maiden name? How did she and Richard meet? Didn't she have any relatives?

Bonnie L. Ostrander
1806 Lydia Street
Waukegan, IL 60085

Bonnie, we're going to explore Peter's relationship with his parents to the fullest, so don't miss a single upcoming issue!

Dear ASM,

So, another anniversary has come and gone with a bang, eh? One problem — how can the next anniversary top this?

Having said that, issues #366-367 were a little below standard. There seemed to be too much action crammed in, leaving little room for plot development. The assassination attempt was pointless and confusing, and Solo had no reason to be in the story either. Also, Spidey never fought or even met the Red Skull, despite some heavy hints.

The story wasn't a total waste. The (partial) truth about Pete's parents was surprising — I thought they would turn out to be clones created by the Skull. I'm glad that the mystery was not completely cleared up in two issues, as that would have dissolved the suspense.

Taskmaster's three stooges look promising. Spidey must have cornered the market in "evil versions" of himself, with Venom, Carnage, Miles Warren's clone, the Infinity War

doppelganger and now Blood Spider. Mary Jane's characterization seems to be growing in recent stories, which is good. Keep it up, Mr. Michelinie!

Hopefully, the upcoming bi-weeklies will slow the pace slightly, allowing plenty of action without overriding the storyline. "Invasion of the Spider-Slayers" sounds good.

A few questions, then I'm outta here.

- 1) Will Spidey ever meet Spider-Man 2099 in a time-travel story?
- 2) What ever happened to the false clone of Gwen Stacy?
- 3) Will Peter be publishing WEBS Vol. 2?
- 4) When will the Enforcers be making a comeback?
- 5) Is Mark Bagley the same person who won the contest in the OFFICIAL MARVEL COMICS TRY-OUT BOOK?

John Kelly
19 Barton Close
South Woodham Ferrers
Essex, ENGLAND

The answers to your questions, John:

- 1) It's not planned for the immediate future — or is that immediate past — but you never know!
- 2) Hopefully, she's gone back to continue her studies, which were so rudely interrupted.
- 3) Not until WEBS Vol. 1 comes out in paperback.
- 4) Check out upcoming issues of WEB OF SPIDER-MAN for the all-new Enforcers!
- 5) You bet!

NEXT: Another biggie: The giant-sized Thirtieth Anniversary issue of AMAZING. That's right, ASM #365 celebrated thirty years since Spidey's debut in AMAZING FANTASY #15. #375 celebrates thirty years since Spidey got his own series! The final showdown with Venom's in its pages — as well as some terrific back-ups and a holographic metal cover! Do not miss this one! (And don't miss VENOM #1, on sale in two weeks! It's by Michelinie, Bagley and DeLaRosa!)



GET 2 FREE ISSUES!

GROUP 1
GET A 14 ISSUE
SUBSCRIPTION FOR
ONLY \$15.00
 (Newstand Value \$17.50)
YOU SAVE \$2.50

GROUP 2
RECEIVE 14 ISSUES
FOR \$21.00
 (Newstand value \$24.50.)

- ☐ Amazing Spider-Man \$15.00
- ☐ Avengers \$15.00
- ☐ Avengers West Coast \$15.00
- ☐ Barbie \$15.00
- ☐ Barbie Fashion \$15.00
- ☐ Cage \$15.00
- ☐ Captain America \$15.00
- ☐ Conan \$15.00
- ☐ Daredevil \$15.00
- ☐ Darkhawk \$15.00
- ☐ Doom 2099 \$15.00
- ☐ Fantastic Four \$15.00
- ☐ Guardians Of The Galaxy \$15.00
- ☐ G.I. Joe \$15.00
- ☐ Incredible Hulk \$15.00
- ☐ Iron Man \$15.00
- ☐ Marvel Tales (featuring Spider-Man) \$15.00
- ☐ Namor \$15.00
- ☐ New Warriors \$15.00
- ☐ Punisher (comic) \$15.00
- ☐ Punisher 2099 \$15.00
- ☐ Quasar \$15.00
- ☐ Ravage 2099 \$15.00
- ☐ Silver Sable \$15.00
- ☐ Silver Surfer \$15.00
- ☐ Sleepwalker \$15.00
- ☐ Spectacular Spider-Man \$15.00
- ☐ Spider-Man Classic \$15.00
- ☐ Spider-Man 2099 \$15.00
- ☐ Thor \$15.00
- ☐ Thunderstrike \$15.00
- ☐ Uncanny X-Men \$15.00
- ☐ Web of Spider-Man \$15.00
- ☐ X-Factor \$15.00
- ☐ X-Force \$15.00
- ☐ X-Men \$15.00
- ☐ X-Men Classics \$15.00
- ☐ Wonder Man \$15.00
- ☐ What If \$15.00



- ☐ Alpha Flight \$21.00
- ☐ BlackAxe \$21.00
- ☐ Cable \$21.00
- ☐ Dark Angel \$21.00
- ☐ Darkhold \$21.00
- ☐ Deathlok \$21.00
- ☐ Death's Head II \$21.00
- ☐ Dr. Strange \$21.00
- ☐ Excalibur \$21.00
- ☐ Ghost Rider/Blaze: \$21.00
- ☐ Spirits of Vengeance \$21.00
- ☐ Ghost Rider \$21.00
- ☐ Hollistorm \$21.00
- ☐ Moon Knight \$21.00
- ☐ Morbius \$21.00
- ☐ Motormouth \$21.00
- ☐ Nomad \$21.00
- ☐ Original Ghost Rider \$21.00
- ☐ Rides Again \$21.00
- ☐ Pendragon \$21.00
- ☐ Punisher War Journal \$21.00
- ☐ Punisher War Zone \$21.00
- ☐ Ren & Stimpy \$21.00
- ☐ Secret Defenders \$21.00
- ☐ She-Hulk \$21.00
- ☐ Shield \$21.00
- ☐ Spider-Man \$21.00
- ☐ Super Soldiers \$21.00
- ☐ Tek World \$21.00
- ☐ Terror Inc. \$21.00
- ☐ The Nam \$21.00
- ☐ Warheads \$21.00
- ☐ Warlock & the Infinity Watch \$21.00
- ☐ Wild Thing \$21.00
- ☐ Wolverine \$21.00
- ☐ Nightstalkers \$21.00

GROUP 3
RECEIVE 14 ISSUES
FOR LISTED PRICES

- ☐ Marvel Comics Presents \$18.00 (Newsstand value \$21.00)
- ☐ Groo \$27.00
- ☐ Conan Saga \$27.00
- ☐ Savage Sword of Conan \$27.00 (Newsstand Value \$31.50)
- ☐ Marvel Age \$12.00 (Newsstand value \$14.00)
- ☐ Lawdog \$23.40 (Newsstand Value \$27.30)

OFFER EXPIRES APRIL 30, 1993!

ALL COPIES MAILED IN PROTECTIVE POLYBAGS.

REFUND GUARANTEE - IF NOT SATISFIED, REFUND ON ALL UNSERVED ISSUES.

YOU MUST ENCLOSE YOUR SELECTIONS WITH COUPON OR PHOTOCOPY OF THIS AD.

If renewing: enclose mailing label, make checks or money orders payable in U.S. funds to Marvel Comics. Allow 10 weeks for delivery.

Foreign: Add \$12/title
 Canada: Add \$8/title
 (Includes GST (GST#R127032852))

Mail to: Marvel Comics
 Subscription Dept.
 387 Park Ave South
 New York, NY 10016

First Initial Last Name

NAME

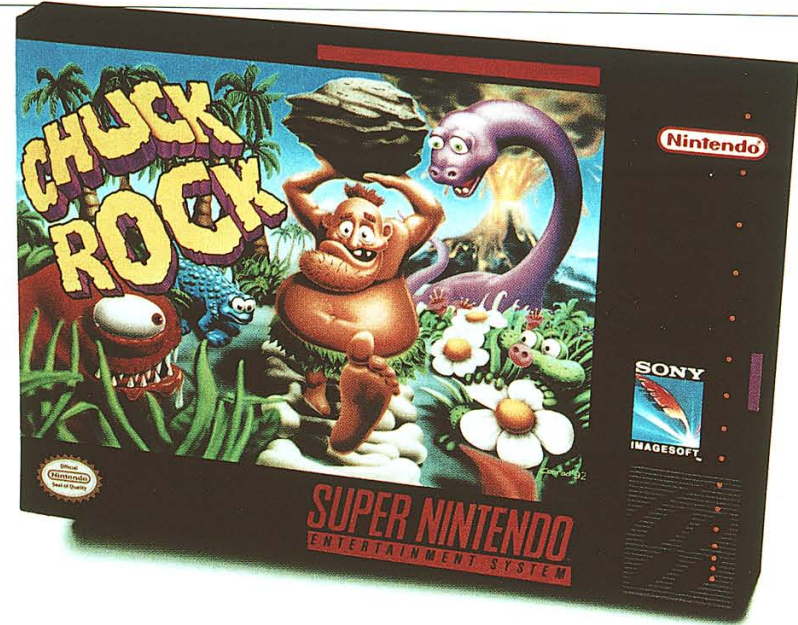
ADDRESS

CITY

STATE ZIP AGE

TM & © 1993 Marvel Entertainment Group, Inc. G.I. JOE: TM & © 1993 Hasbro, Inc. GROOT: TM & © 1993 Sergio Aragonés. PENDRAGON, MOTORMOUTH, DARK ANGEL, WARHEADS: TM & © 1993 Marvel Entertainment Group & Marvel Comics LLC/CONAN: TM & © 1993 Conan Properties, Inc. TEK WORLD: TM & © 1993 William Shattner. All rights reserved.

TM & © 2004 MARVEL



CHUCK ROCKS YOUR SUPER NES!

He's fat, he stinks and he's one of the best-loved characters ever to climb his way out of the primordial slime and onto your video screen. In this rockin' new 16-bit adventure for your Super NES, you'll join Chuck Rock on his belly-bashing, odor-kicking, rock-tossing mission to rescue his wife Ophelia from arch-rival Gary Gritter. You and Chuck, who's equipped with a pea-sized brain and nuclear body odor, have to crush some

pretty strange characters, like the wild and wooly mammoth, one mean triceratops and a saber-toothed tiger who's permanently hot under the collar. Together, you and the Chuckster swim through swamps, travel up volcanoes and shiver your way through the ice age — all in the name of love! Nineteen levels set in five prehistoric worlds. Eye-popping graphics and very cool animation. If you wanna rock, you gotta get Chuck Rock.



A chilly Chuck meets up with the woolly mammoth



Bring on all challengers



Chuck Rock is distributed by Sony Imagesoft Inc., 8000 Sunset Boulevard, Suite 800, Los Angeles, CA 90069. Sony Imagesoft and Imagesoft are trademarks of Sony Imagesoft Inc. Chuck Rock is a trademark of Core Design Limited. © 1992 Core Design Limited. Sega and Sega CD are trademarks of Sega of America, Inc.

TM & © 2004 MARVEL

KEY # DEC. 92

Top Game Honors From
OMNI
COMPUTE
Computer Gaming World
Games Magazine
Game Players Magazine

Kick Some Kilrathi Butt!

Unretouched Super Nintendo Wing Commander Screens



Mission Briefing.
Enyo System, 06:00 hours, 2654,110.

More than 40 separate missions that get more complex as you progress



Wingmates like "Spirit" cover your tail as you fight the tiger-like Kilrathi



Filled with pride, you meet the applause of your fellows.

Trounce the Kilrathi and be a hero-Lose and attend your own funeral

Nothing else will have prepared you for the look and feel of Wing Commander on your Super NES.

Here's why!

Wing Commander has incredible 3-D action, full-screen explosions, 33 super stereo soundtracks and CD game quality. But it plays on your Super Nintendo.

Wing Commander is the most extremely cool, 3-D Space Combat Simulator with more than 40 separate deep space missions that progress to near suicide dogfighting with the tiger-like Kilrathi. It's like an action-adventure movie - and you're the star!

Are you up for the challenge? This award-winning megahit is now available for the Super NES. Kick some Kilrathi butt with Wing Commander.



**WING
COMMANDER**
The 3-D Space Combat Simulator



WING COMMANDER is a registered trademark of ORIGIN Systems, Inc. © 1990-1992 ORIGIN Systems, Inc. All Rights Reserved. Licensed by MINDSCAPE, Inc. A Software Toolworks Company. MINDSCAPE and its logo are registered trademarks of MINDSCAPE, Inc. Super Nintendo Entertainment System is a registered trademark of NINTENDO OF AMERICA, Inc.